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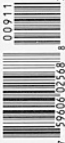
SUPER HEROES FROM CLIVE BARKER

DEADBOY
DEX--

Ectokid™

--DEAD
BANG!

DIRECT EDITION

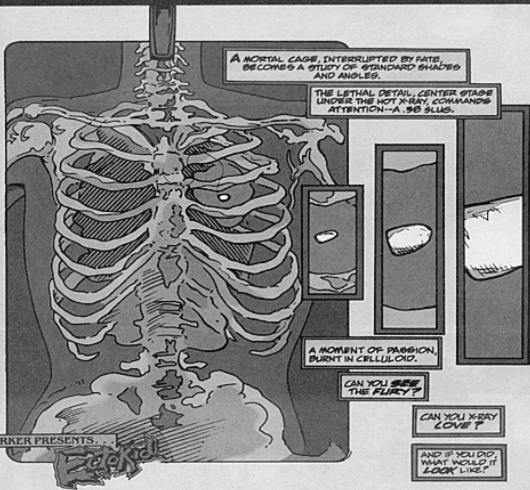


SKROCE + DVORAK

94

OBI

MEET DEX MUNGO, SOMETIME THIEF, FULL-TIME STREET RAT, HALF-HUMAN, AND HALF-GHOST. ENTER HIS REALM, THE ECTOSPHERE — A WONDROUS AND OFTEN DEADLY PLACE OF FANTASY, HORROR AND GRITTY ACTION, BETWEEN THE HERE AND THE HEREAFTER.



LOVE IS LIKE A BULLET

A TALE OF THE BARKERVERSE

ECTOKID™, Vol. 1, No. 9, May, 1994. Published monthly by MARVEL COMICS. Terry Stewart, President. Stan Lee, Publisher. Michael Hobson, Group Vice President, Publishing. OFFICE OF PUBLICATION: 367 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Application to mail at second class rates is pending in New York, NY and at additional mailing offices. Published monthly. All ECTOKID material copyright © 1994 Clive Barker. All rights reserved. Price \$1.95 per copy in the U.S. and \$2.65 in Canada. Subscription rate for 12 issues: \$21.00 U.S.; \$33.00 foreign; and Canadian subscribers must add \$10.00 for postage and GST. GST #R127032852. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. ECTOKID (including all prominent characters featured in this issue and the distinctive likenesses thereof) is a trademark of CLIVE BARKER. POSTMASTER: SEND ADDRESS CHANGES TO ECTOKID, c/o MARVEL DIRECT MARKETING CORP./SUBSCRIPTION DEPT. P.O. BOX 1979 DANBURY, CT. 06813-1979. TELEPHONE # (203) 743-8331. Printed in Canada.



THIS TAVERN IS A PLACE UNKNOWN TO TOURISTS.

OLD NEW ORLEANS SOULS COME HERE TO GUZZLE CHARTRHOUSE AND TELL GHOST STORIES.



HIS NAME IS MARK KING, AND HE HAS NOT COME HERE TO TELL A STORY.

CRASH!

HE HAS COME TO END ONE.



ANABELLE!



I LOVE YOU!



LATELY, DEX MUNGSO
HAS HAD A LOT ON
HIS MIND--

--THE WITNESSING OF HIS
MOTHER'S DEATH AT THE
HANDS OF ICE AUGUSTINE--

--THE LOSS OF HIS LATE
FATHER'S MIRACULOUS INVEN-
TION, THE AURAT--

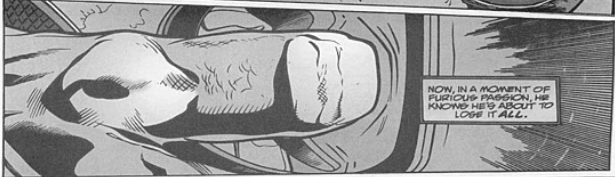
--WHICH COULD OPEN THE
DOORS OF THAT DIMENSION
WIDE TO ICE'S EVIL EMPLOYERS,
THE EXPLORATORUS--

--HE NEVER ASKED TO BE
BORN. HE NEVER ASKED
FOR HIS ECTOPLASMIC
POWER.

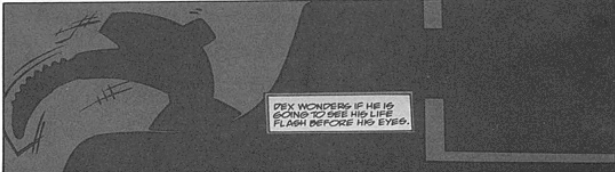
MARK,
DON'T!



DIE!



NOW, IN A MOMENT OF
FURIOUS PASSION, HE
KNOWS HE'S ABOUT TO
LOSE IT ALL.



DEX WONDER'S IF HE IS
GOING TO SEE HIS LIFE
FLASH BEFORE HIS EYES.

TEN HOURS AGO.

DEX AWAKE THIS MORNING
TO SOMEONE KNOCKING
ON HIS DOOR.



NEVER ANTICIPATING HIS
LAST THOUGHT THAT DAY
MIGHT BE, "AM I ABOUT
TO DIE?"



PLEASE, GIRL... MY NAME
IS ANABELLE AND I'VE
BEEN LOOKING FOR YOU
ALL MORNING.



WHO TOLD YOU
WHERE TO FIND
ME?

MY HUSBAND.
MY... EX-HUSBAND.

HE SHOULD
HAVE SAID
NO.

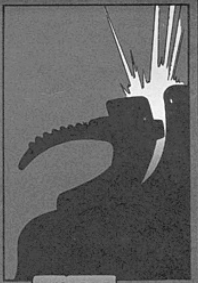


HE SHOULD
HAVE WALKED
AWAY.



I'D LIKE TO
HELP, BUT I
DON'T DO
THIS SORT...

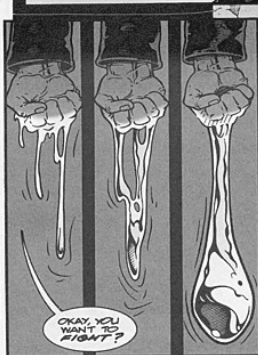
PLEASE... I
CAN PAY
YOU.



HIS LIFE IS
FULL OF
"SHOULD"
HAVES.

EIGHT HOURS AGO.







WHAT
ARE YOU
DO--?



THE
ECTO-BLACKJACK
CLAPS AGAINST
MARK'S SOUL.

IT SHUDERS AND
STRETCHES,
GLOOING INSIDE
HIM FROM THE
SHOCKWAVE.



YOU STILL--

NEEDMAN!

--WANT A--

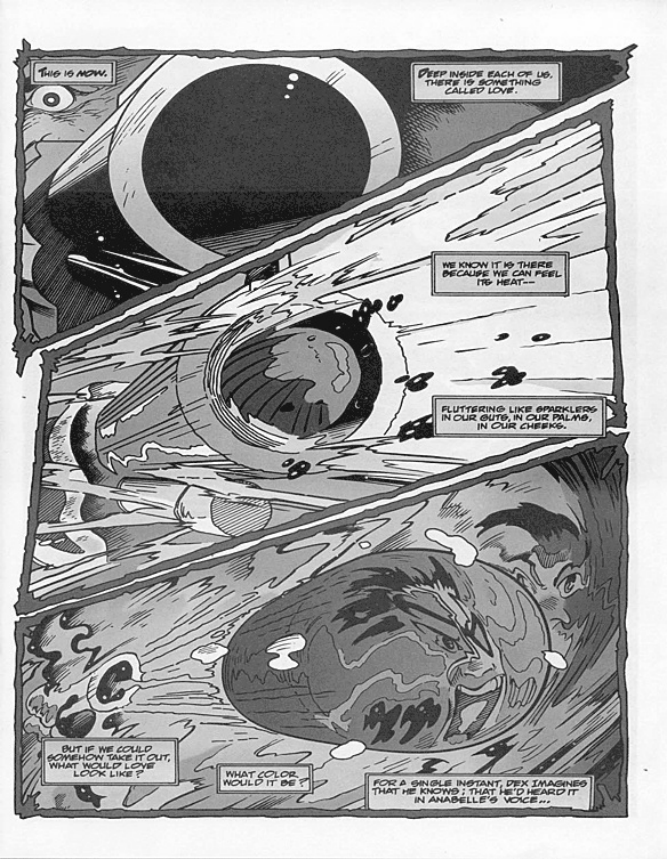
GOFF!

--PIECE OF--

--ME!!

WUD
WUD
WUD
WUD
WUD
WUD
WUD





THIS IS NOW.

DEEP INSIDE EACH OF US,
THERE IS SOMETHING
CALLED LOVE.

WE KNOW IT IS THERE
BECAUSE WE CAN FEEL
ITS HEAT--

FLUTTERING LIKE SPARKLERS
IN OUR GUTS, IN OUR PALMS,
IN OUR CHEEKS.

BUT IF WE COULD
SOMEHOW TAKE IT OUT,
WHAT WOULD LOVE
LOOK LIKE?

WHAT COLOR
WOULD IT BE?

FOR A SINGLE INSTANT, DEX IMAGINES
THAT HE KNOWS; THAT HE'D HEARD IT
IN ANABELLE'S VOICE...

...JUST SIX HOURS AGO...

I LOVED PATRICK.
I LOVED HIM VERY
MUCH.

BUT THE ACCIDENT
CHANGED HIM! IT
CHANGED EVERY-
THING.

PATRICK
BALDWIN
1951-1991
ALWAYS
IN OUR
MEMORIES



ACCIDENT?

A CAR CRASH. HIS SPINAL
CORD WAS CRUSHED, LEAVING
HIM A PARAPLEGIC.

YOU SAID HE TALKS
TO YOU IN YOUR
DREAMS? WHY DO
YOU NEED ME?

I CAN ONLY HEAR HIM
SOME OF THE TIME. I
NEED YOU TO TALK TO
HIM. FIND OUT WHAT
HE WANTS FROM ME!

I'LL TAKE A
LOOK-SEE.

PATRICK?

YOU MUST BE
THE SON OF
LEO MELHART.

I'VE
HEARD
SO
MUCH
ABOUT
YOU.

I'VE SEEN YOUR
FATHER. HE TOLD ME
WHERE TO FIND YOU.



THAT...HOLE. THAT
HOW YOU DIED?

IN THE ECTOSPHERE
YOU CAN HEAL THAT.
YOU CAN CHANGE
LOTS OF THINGS
ABOUT YOURSELF.

I KNOW. I'VE TRIED
TO FIX IT. BUT SHE
KEEPS BRINGING IT
BACK.

WHAT? HE'S
HURT?!

ANADELLE--PLEASE BE
QUIET! I CAN'T DO THIS
FOR LONG, AND I HAVE
TO HEAR WHAT PATRICK
HAS TO SAY!

I HATED WHAT HAD
HAPPENED TO ME.
I HATED WHAT I
HAD BECOME.

I KNEW THAT SHE
COULD NEVER LOVE
ME AS SHE HAD.
OUR LIVES HAD
CHANGED.

I SUPPOSE THAT
IT PROVE ME **WAD**.

I SUPPOSE I SHOULD'VE
TALKED TO HER. I
SUPPOSE SHE MIGHT'VE
HELPED...

...WHEN SHE FELL
IN LOVE WITH SOME-
ONE ELSE, I KNEW
WHAT I WOULD
DO.

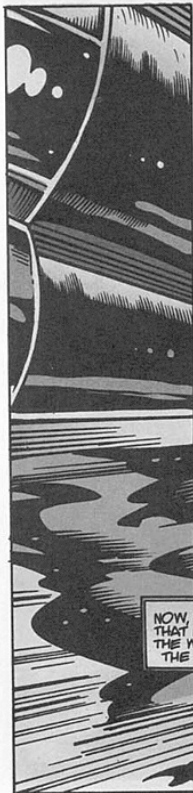
BUT I
DIDN'T
WANT
THIS.

SHE SLEEPS WITH THE
BULLET BENEATH HER
PILLOW AND DREAMS
ABOUT MY SUICIDE.

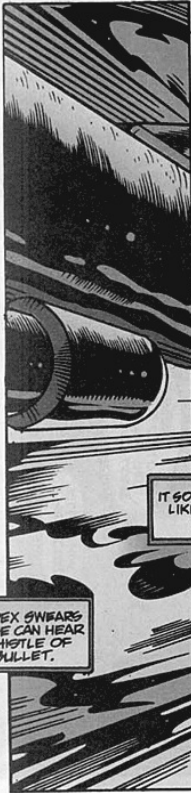
AS IF SHE
COULD'VE
STOPPED IT.

TELL HER IF SHE LOVES
ME, SHE WILL FORGIVE
ME...AND LET ME GO.

KA-BLOOM

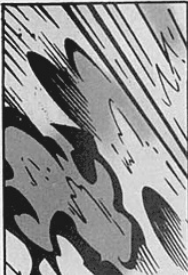


NOW, DEX SWEARS
THAT HE CAN HEAR
THE WHISTLE OF
THE BULLET.



IT SOUNDS TO HIM
LIKE A FALLING
BOMB.





HE WONDERS WHAT WILL
IT SOUND LIKE WHEN IT
HITS.



HE WONDERS HOW
A BOY WHO IS HALF
GHOST WILL DIE.

FOUR
HOURS AGO

ONCE DEX TOLD ANABELLE
EVERYTHING PATRICK HAD
SAID, HER CONFESSION
PAIRED OUT.

I DIDN'T WANT TO
FALL IN LOVE WITH
MARK; IT JUST
HAPPENED.

I WAS WITH MARK
THE NIGHT THAT
PATRICK---

I FELT I HAD
KILLED HIM.

I COULD SEE FROM HIS SOUL
THERE--HE HAD A LOT MORE
PROBLEMS THAN HE'D LET
YOU SEE.

YOU TRIED TO LOVE
HIM--THAT WAS THE
BEST YOU COULD DO,
THEN.

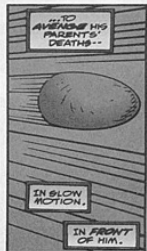
YOU TRIED,
BUT...

...HE KILLED HIMSELF.
ANABELLE, YOU'VE GOT
TO UNDERSTAND THAT
AND LET IT GO. YOU'VE
INCURRED LONG
ENOUGH.

IT SEEMED SHE KNEW
AT ONCE WHAT SHE HAD
TO DO.

GOODBYE,
PATRICK.

PATRICK
BALDWIN
—1993



Now.

WHAT DOES LOVE
LOOK LIKE?

INSIDE OF
US--

HOW DOES
IT FEEL?







DEX HAS
BEEN
PEOPLE
DIE
BEFORE--

--BUT HE NEVER
GETS USED TO IT.

HER DEATH--SO MUCH
LIKE HIS MOTHER'S
AT THE HANDS OF THE
EXCURSIONARIUS.

A SACRIFICE MADE FOR
A BOY WHO HAS, UNTIL
NOW, ONLY LOOKED OUT
FOR HIMSELF.

A BOY WHO KNOWS THAT
ATTITUDE HAS TO CHANGE.

HE'S BEEN GIVEN
A SECOND CHANCE
TO MAKE HIS POWER
COUNT.

SO THIS IS
DEATH?

NO
SUCH
THING,
REALLY.

IS THAT WHERE
I AM SUPPOSED
TO GO?

IF THAT'S
WHAT YOU
WANT.

ANABELLE--THANK
YOU FOR--FOR
SAVING--

THE BULLET
WASN'T
MEANT
FOR YOU.

THE BULLET, NO.
BUT THE CHANCE...
THE POWER TO BE
ECTOKID...

AS HE WAS
ALWAYS
MEANT
TO BE...

...A HERO.

LOVE IS LIKE
A BULLET.

IF AN X-RAY COULD
SEE IT, IT WOULD BE
THE BRIGHTEST STAR
INSIDE OF US.

CLIVE
BARKER
CREATOR

LARRY
WACHOWSKI
WRITER

STEVE
SKROCE
PENCILER

STANGELAND
& DYORAK
INKERS

SEAN
LETTERER

MIKE
THOMAS
COLORIST

MARK
McLAURIN
EDITOR

CARL
POTTS
REC. EDITOR

MALCOLM SMYTH
CONSULTING
EDITOR

TOM DE FALCO • EDITOR-IN-CHIEF

THE END NOW!
SEE THE LETTERS PAGE FOR
DETAILS, THEN CHECK THE
ALL-NEW, ALL-DIFFERENT
ECTOKID
SPECIAL!





SPECIAL BONUS

RAZORLINE

PIN-UP!

SKROLE

Peo
93

PLEASE SEND ALL CORRESPONDENCE TO:
RAZORLINE
c/o MARVEL
387 PARK AVE. SO.
NEW YORK, NY 10016

MARC McLAURIN - EDITOR
SPENCER LAMM - ASST. EDITOR
MALCOLM SMITH - CONSULTING
EDITOR

Ectokid

the years in review

'92 was the year before, when all the world stood up and took notice of the power in the medium of comics. It was the year the medium stretched its arms to expand to its full potential. It was a year that promised to lead into something big. The future was full of excitement, and promise. '92 was the year the Razorline was born, full-blown from the mind of Clive Barker, and the whole world was watching.

'93 was the year to see, as the potential was explored. The idea of the day was to see what could fly, giving rise to a few true originals, amid many carbon-copy characters. It was the year the fledgling RAZORLINE imprint stuck its head up and dared to spread its dramatically different wings to fly into a market whose skies were suddenly overcrowded.

the old news

The news was good. The first issues almost immediately sold out. The fan response was overwhelmingly positive. The artists were hailed as some of the most innovative finds to hit comics in the last five years. The writers told stories to challenge as well as entertain.

And the news was bad. Orders were still halved on the second issues, despite the fact that the first issues had flown off the shelves. Readers couldn't find their new favorite title, and so stopped reading. And in some circles, these fledgling titles were branded as horror titles and cut off from a large section of the audience, when they featured stories of amazement and magic that could only fall within the genre of super hero, as they proudly proclaimed on their covers. It just wasn't enough.

And so, this is the last issue of the first run of ECTOKID. But *not* the end.

the new news

'94 is the year for more. The future for our hero is a rosy one. The ECTOKID Saturday morning cartoon is still in production, due for release in '95. An Ectokid line of toys is currently in production. And the ECTOSPHERE video game from Virgin Games, designed by Clive himself, is destined to rock the status quo of state-of-the-art video games with amazing levels of play through both the here and the hereafter!

But what about where it all began? What about the ECTOKID comic, you ask? Like we said, '94 is the year for more. Look for a dramatically different Dex to return this summer in two dramatic 48-page ECTOKID SPECIALS, which will completely redefine our hero! These dramatic additions to the Ecto mythos are definitely not to be missed, as we take Dex where no living man has gone before! All of this adds up to more ectoplasmic excitement than ever!

but wait, there's more

In addition, this summer will also see the debut of an all-new, all-different HYPERKIND SPECIAL, written by Fred Burke and featuring new HYPERKIND artist Roger Cruz! Cruz set the line on fire earlier this year by guest-penciling HYPERKIND #8 to overwhelming acclaim!

In the meantime, you can help to keep the spirit of the RAZORLINE alive by getting your comments to this issue, this series and this line to us at the above address. We do review all letters before delivering them to Clive himself, and we're anxious for your commentary—so let's hear some noise! Otherwise I'll be a long silence before the big boom, and we're not sure our ears can handle it!

'94 is the year, for sure. We'll be there. Will you?

Dear ECTOKID,

In ECTOKID #5, Sir Sigmund's Arcadia reminded me of a particular scene in "Pinocchio" in which all of the young boys were lured to a carnival to be transformed into donkeys, albeit the Ectosphere version is somewhat more reassuring.

Part one of the ECTOKID/SAINT SINNER crossover was very cool. I'm looking forward to SAINT SINNER #5 to see just how Philip Fetter manages to extricate himself from the Ectosphere. Will more of Dex's powers be revealed in future issues? And will he eventually cross paths with the HYPERKIND and HOKUM & HEX?

I have read each of the Razorline titles and they are a much needed breath of fresh air. So, thanks for putting out some truly entertaining comics.

David Edwards
P.O. Box 472
Roseboro, NC 28382

No, thank you, David, for reading and enjoying what we've been doing here at Marvel with these books. First off, you pegged the influence. Our Arcadia was definitely flavored by "Pinocchio," right down to Tequila being the anti-Jiminy Cricket. Good eye for catching it!

As to Dex's powers, yes, down the road we will be revealing more about what he can do and what he *can't*. It'll be a whole new Dead-Boy Dex when he returns in his first forty-eight page adventure this summer. So look for it!

Dear Ectokid,

I'm a twenty-year-old comic book reader and thought that by this time I had read everything (and most was geared for younger audiences), but after searching high and low I found two of your creations (ECTOKID and HYPERKIND) and I was impressed by the original scenes and ideas. It's nice to see that a comic book can have as much depth as a novel. I just wish that the Razorline series was easier to find. Stores would say, "Who...what...never heard of it." This should definitely change.

Rachael Majot
301 Bradley Avenue
Staten Island, NY 10314

The sad fact is, Rachael, that sometimes people clue into things too late. That's what we've got here, a case where with time, people will undoubtedly mourn the loss of ECTOKID as an ongoing series and demand it's return to monthly status. The books were just lost in a flood of material. But rest assured, Dex is not gone for good. Between the animated television show, the forty-eight page specials, and the upcoming line of toys, this is a creation that won't fade with time, but will only get stronger. Stay alert and watch for stories from the Ectosphere in the months ahead.

Dear "KID,

I want to thank you for printing my letter in issue #4. That was one of the highlights of 1993 for me. It was a major mind blower. "Are the Brothers my Keepers?" turned out to be another very excellent book. I have to say, I was slightly concerned about having the writers change so early in a new title. If it must happen, it's good that it does early anyway, so you don't get too spoiled by the author, especially one that is as good as James Robinson. Larry's been around almost from the start anyway.

Those Augustines are pretty intense. But I think Dex will have no problem with them as he begins to further understand and develop his powers.

I guess my only complaint for now is the idea of a crossover so soon in a new

line of titles. I feel that you already have four great books that, individually, are fantastic. To begin a crossover now detracts from titles that aren't yet fully developed. I think that they stand well enough as parallel plots and I, for one, will buy them for that. I can't imagine that they need direct tie-ins to boost sales. Well, enough said on that.

Thanks for the great title and keep up the great work. Tell the whole staff they've got a few fans in San Francisco who like what they're doing a whole lot.

Eric C. Graham
63 Melrose Avenue Apt. 2
San Francisco, CA 94131

It may not be believed, Eric, but our crossovers aren't simply a means to increase our readership. They're just another way to tell better stories, on a wider canvas. Having Dex Mungo meet Philip Fetter in issue #5 of ECTOKID was a logical eventuality; these are two guys that needed to connect. They're two teenagers facing strange and larger-than-life problems and, up until meeting, they were facing it without peers. Their meeting established a connection we still hope to take advantage of, in the future.

Dear ECTOKID,

I have put off writing this letter for quite a while because I was unsure of my observations. But now, too many things have occurred to let me hold off writing this letter any longer.

When I first began reading ECTOKID, I really enjoyed the story, but at the same time I recognized that this story was not completely unique. I had just finished reading *The Tallman* by Stephen King and Peter Straub. The story is about a boy named Jason who can flip between two different worlds much like Dex Mungo. But this is not the only similarity. In addition, Jason is trying to save his mother, just like Dex. But on top of these similarities, there was one instance that seemed a little strange. In *The Tallman*, Jason visits a place called Arcadia Funworld. Dex Mungo along with Philip Fetter share a two-issue trip to, you guessed it, Sir Sigmund's Arcadia.

So please tell me what this is all about. I love this comic book a lot but I'd like to know if the story is related to *The Tallman*.

Armando Avallone
3131 Watkins Dr. Apt. 13
Riverside, CA 92507

Yikes, Armando! O.K., there are similarities, but to say there's a connection? No way. If I remember right, in *The Tallman*, the place that Jack (not Jason, a character that in the book died at age three) could flip over to was a world of magic; a place called the

Territories. It's a place of beautiful meadows, lush vegetation, and an almost renaissance of innocence. Does that sound like the Ectosphere?

As to the similarities in park names, Arcadia Funworld is a far cry from Sir Sigmund's Arcadia. After all, arcadia simply means "any place where rural simplicity and happiness prevail," at least that's what my trusty top-drawer-to-the-left dictionary says. It's kind of like comparing Billy Bob's Amusement Park with Cedar Point Amusement Park. An Arcadia is just what it is.

The fact that both Jack and Dex have a mother is also a similarity, but it's one we think would have been strange any other way.

Dear Razorfeline,

Yes, I am one of the many people who have never written to a comic book before, but I guess it's about time. I've waited seven issues on this thing, and it's about time that I told you guys how much I love your comics. Admittedly, I picked up the first issues of HYPERKIND and ECTOKID because of the star-spangled name. Clive Barker appearing on the cover; however, the name didn't matter, the stories did. The mystery surrounding these stories is incredible.

I really haven't decided which one I like best because whenever I read a new issue, that title becomes my favorite. Each week it changes! SAINT SINNER is so dark, it's wonderful; instead of a happy kind of character, we've got a teenager trapped in a man's body who knows what true suffering is. The conflict there is like the conflict in all of us, but his is of epic proportions.

HOKUM & MEX (I like the title; keep it!) is great because it genuinely blends humor into the title; too many try and fail. That only worsens the thing.

I love HYPERKIND because the characters have depth beyond. "I'm a superhero. Can I help this damsel in distress?" They are real people. They're the product of today's society, and that's what I like. I just wish they would stop saying, "We need to work as a team," and start doing it. In the conclusion of #7, I think they are reaching it. With Dylan sorting out her problems, I think the team is in for some changes.

By the way, Trip has some good things going in HYPERKIND #6; it's a shame Ammok shut him up. Trip is really what the team needs to grow up.

Finally, the title which really takes the cake for me is ECTOKID; I know, I know, I said I didn't have a favorite! Never mind that, ECTOKID's got two worlds, completely unique powers which look like they're going to get

even better next week in #7), a great storyline, and great bad guys. Somebody once asked me what will they do once Dex sorts out all of his problems, and I said, "He's got two worlds to mess around in. Things happen!" Like wouldn't Dex love to meet Lisa...

Gary Pinkerman
270 Ernest Burnham
Kalamazoo, MI

Well, Gary, we agree that Dex would love to meet Lisa (Bless of HYPERKIND), but do we hear some yearning of your own? Just wondering.

Dear Marc and Spencer,

Issue #7 was great. The Pew of Pain, the sisters, the general's dream, the ending... it was all... okay.

But the art is what made this ish' great! More than great in fact. Steve Skroce is God!!! As we speak I'm erecting a giant pillar made of rubies, sapphires, and solid gold on which ECTOKID #7 will be placed so it can forever be viewed, cherished and awed by me and other forms of super-intelligent life throughout the known universe!!

So this brings me to my next question: where does the editor fit into all this?

Peter Shema
656 Taylor Street
Pittsburgh, PA 15225

Glad you asked, Peter. An editor is an important part of any comic. But it's hard to pin down exactly what goes into being a Marvel Comics editor. After hiring the creative crew, it's pretty diverse. Everything from reading plots, reviewing the art as it comes in, keeping the continuity consistent, opening the mail, and keeping in touch with the freelancers. That's not including a million and two other odd things that would sound too weird to actually put into print. But if it sheds any light on the subject, most editors drink a lot of coffee; it's not a requirement, but it helps.

Now for the bad but, by now, well-known news: this is the last issue in the ongoing series. But as you should also know, it's not the end of ECTOKID. This summer we're releasing the forty-eight page ECTOKID special, which we've already begun working on. However, for you out there, the Ectosphere will be gone for a few months.

But you can stay in touch.

Keep writing, letting us know that you love this book. We believe in this character and, by your letters, know that there's a huge chunk of you out there who do too. Stand up and be heard!!!